

Medieval Houses



```
//set barrier
//br cmd 10 "calc
gmegabuf(0,randint(5)+5)+gmegabuf(1,randint(5)+5)+gmegabuf(2,randint(5)+5)+gmegabuf(3,ra
ndint(5)+5);g red -c
y==0&&x<=gmegabuf(0)*.5&&x>=-gmegabuf(1)*.5&&z<=gmegabuf(2)*.5&&z>=-gmegabuf(3)*.5
"

//mask barrier
//br cmd 10 "calc
gmegabuf(0,randint(5)+5)+gmegabuf(1,randint(5)+5)+gmegabuf(2,randint(5)+5)+gmegabuf(3,ra
ndint(5)+5);g red -c
y==0&&x<=gmegabuf(0)&&x>=-gmegabuf(1)&&z<=gmegabuf(2)&&z>=-gmegabuf(3)"
//mask barrier
//br cmd 6 "calc
gmegabuf(0,randint(3)+3)+gmegabuf(1,randint(3)+3)+gmegabuf(2,randint(3)+3)+gmegabuf(3,ra
ndint(3)+3);g orange -c
y==0&&x<=gmegabuf(0)&&x>=-gmegabuf(1)&&z<=gmegabuf(2)&&z>=-gmegabuf(3)"
//mask barrier,red
//br cyl lime 1
//mask barrier

//replace barrier air
//replace "orange |red" green
//replace "orange,green,red |air,|lime" blue
//replace "green |blue" purple
//replace "purple |red" light_blue
//replace "purple |purple" light_blue
-fix all light blue spots
//replace red,green,orange,light_blue glass
//replace "blue !|glass" red
```

```
//replace "glass |blue,|purple" light_blue
//replace "blue |lime" yellow
//replace yellow lime
//replace blue air
//replace "light_blue ||red,||purple,|purple" orange
```

-repeat until 0 blocks replaced

```
//replace "light_blue |orange" yellow
//replace "light_blue |yellow" green
//replace "light_blue |green" black
//replace "light_blue |black" orange
```

```
//replace "orange !|yellow" cyan
//replace "cyan |cyan" blue
//replace "black |black,|cyan" white
//replace "green |white" black
//replace "air,lime |black" red
//replace orange,yellow,green,black,cyan,blue,white blue
//replace "blue ||red,|red,||purple,|purple" cyan
//stack 3 up
//replace lime air
//replace "air |blue" moss_block
//replace red,purple barrel[facing=up]
//gmask air,lime
//replace moss_block #fullcopy[spruceWallTrapdoors]
///shift 1 up
//replace red,purple #fullcopy[spruceWallSigns]
//gmask
//replace lime air
//replace "air >moss_block" air,air,air,short_grass,orange_tulip,dandelion,poppy
//replace red,purple oak_wood
//gmask blue
```

-repeat until 0 replaced

```
//replace "cyan,brown_stained_glass_pane |blue" #fullcopy[brownGlassPanels]
```

```
//stack 1 up -m brown_stained_glass_pane
//shift 1 up
//gmask
//replace lime air
//replace red,purple oak_wood
//gmask "air |cyan"
//replace oak_wood #fullcopy[spruceWallTrapdoors]
//shift 1 up
```

```

//gmask
//replace red,purple oak_wood
//gmask air,lime
//replace oak_wood #fullcopy[topSpruceStairs]
//gmask
//replace blue cyan
//gmask lime
//replace "cyan |lime" #fullcopy[topSpruceStairs]
//replace "lime !|air" spruce_slab[type=top]
//gmask
//replace "air |cyan" spruce_trapdoor[half=top]
//replace "spruce_stairs |cyan" ^oak_stairs
//replace "spruce_stairs |lime" ^birch_stairs
//shift 1 up
//replace "air >spruce_stairs" oak_wood
//replace "air >oak_stairs,oak_wood" calcite
//replace "air >spruce_trapdoor" white
//replace "air >glass" glass
//replace "air |glass" glass
//replace "air |glass" glass
//stack 3 up
//replace "air >lime" pink
-fix pink
//gmask pink

-repeat until 0 replaced
//replace "white,calcite,brown_stained_glass_pane |pink" #fullcopy[brownGlassPanes]

//gmask
//replace brown_stained_glass_pane ^spruce_fence
//shift 1 down
//replace lime spruce_slab[type=top]
//replace oak_stairs,birch_stairs ^spruce_stairs
//shift 2 up
//gmask white
//replace "calcite |white" #fullcopy[brownGlassPanes]
//replace "brown_stained_glass_pane |white" #fullcopy[brownGlassPanes]
//replace "brown_stained_glass_pane |white" #fullcopy[brownGlassPanes]
//gmask
//stack 1 up -m brown_stained_glass_pane
//shift 2 up

-go to most negative corner
//copy

```

```
//rotate 0 0 270
//paste -s
//replace calcite white
//replace "air ~white" light_gray
//replace "air >oak_wood |oak_wood" gray
//replace "air <oak_wood |oak_wood" gray
```

```
-place pink wool next to light gray areas you want gabled on east side
//replace "light_gray |pink" blue
```

```
-repeat until 0 replaced
//replace "light_gray ~blue" blue
```

```
//replace "air ~blue" black
//replace "air ~black ~oak_wood" gray
//replace blue,black,white glass
//replace gray,light_gray,oak_wood red
-fix red
```

```
-repeat with next two colors until 0 replaced on first
//replace "glass <|red" orange
//replace "glass >|red" orange
```

```
-go to most negative corner
//cut
//shift 1 east
//air
//rotate 0 0 90
//paste -s
```

```
-repeat with all colors until 0 replaced, incrementing the amount of >s by one each time
//shift 1 up
//replace "air >orange" orange
```

```
-repeat until any replaced
//shift 1 down
//replace red air
```

```
-reselect the bottom layer of the roof
//replace "##wool !red" air
//expand 10 up
```

-repeat until 0 replaced

//replace "air >calcite,brown_stained_glass_pane" calcite

-repeat until 0 replaced

//replace "air >oak_wood" oak_wood

//replace "air >##wool" light

//replace "air <##wool" light

//replace "air |##wool" black_concrete

//replace "##wool |black_concrete" black

//replace black_concrete air

//replace "##wool !<|##wool" white

//replace white spruce_slab

//replace "light >##wool,spruce_slab" air

//replace "air |##wool" barrier

//gmask "##wool !black"

//replace barrier #fullcopy[inverseBottomSpruceStairs]

//gmask

//replace barrier air

//replace light barrier

//replace air light

//shift 1 down

//replace air white

//shift 1 up

//replace light air

//replace "air |barrier" barrier

//replace "air >##wool |##wool" light_gray_stained_glass

//replace "light_gray_stained_glass |barrier" air

//replace barrier air

//shift 1 down

//replace white air

//shift 1 up

//replace spruce_stairs ^brick_stairs

//replace "spruce_slab !|>black" brick_slab

//replace "spruce_slab !>air" brick_slab

//replace "brick_slab |black" spruce_slab

//gmask black

//replace light_gray_stained_glass #fullcopy[inverseBottomSpruceStairs]

//gmask

//replace black spruce_planks

//replace red spruce_planks

//replace ##wool bricks

//replace light_gray_stained_glass air

```

//replace "air <!air |brick_stairs !<brick_slab" blue
//gmask blue
//replace "brick_stairs |blue" #fullcopy[topSpruceStairs]
//gmask
//replace spruce_stairs[half=top] ^brick_stairs
//replace "air <!air |spruce_stairs,|spruce_planks !<spruce_slab" blue
//gmask blue
//replace "spruce_stairs,spruce_planks |blue" #fullcopy[topSpruceStairs]
//gmask
//replace "air <brick_slab" bricks
//replace "air <spruce_slab" spruce_planks
//expand 7 down
//gmask air
//replace white #fullcopy[spruceWallSigns]
//gmask
//replace white barrel[facing=down]
//replace blue chiseled_tuff_bricks
//replace cyan stone_bricks
//replace "stone_bricks <glass" blue
//replace "glass |blue" red

-repeat until 0 replaced
//replace "glass |red" red

//replace red stone_brick_slab[type=top]
//replace blue stone_bricks
//replace glass air

```

Optional

```

//replace brick_stairs[half=bottom] 50%#existing,25%brick_slab,25%bricks
//replace "calcite |brick_slab" bricks

//replace stone_bricks cracked_stone_bricks,stone_bricks,mossy_stone_bricks

//replace "air <spruce_planks" red
//replace "red |red" air
//replace red lantern[hanging=true]

//replace "air |calcite >spruce_slab,spruce_stairs[type=top] |spruce_fence" red
//gmask calcite
//replace red #fullcopy[spruceDoors]
//gmask

```

```
//replace "air >>red" blue
//replace "blue !<air" air
//gmask "air |calcite"
//replace blue #fullcopy[bottomSpruceStairs]
//gmask
//replace blue spruce_slab[type=top]
//replace red air
```

```
//replace calcite calcite,calcite,diorite,polished_diorite,white_concrete,white_concrete_powder
```